

```
1 #pragma once
2 // abstract that will create the GameStates from.
3
4 class GameState;
5
6 class GameStateMachine
7 {
8
9 public:
10
11     virtual ~GameStateMachine() = default;
12
13     virtual bool Init() = 0;
14     virtual bool UpdateCurrentState(bool processInput = true) = 0;
15     virtual void DrawCurrentState() = 0;
16     virtual void ChangeState(GameState* pNewState) = 0;
17     virtual void CleanUp() = 0;
18
19 };
```